

7-904

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TITLE: Dynamically configurable buffer for a computer network

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Brief Summary Text - BSTX (7):

A prior art "maximum packet size" buffer manager divides buffer memory into uniform sized packet buffers, each of which is large enough to handle the largest permissible packet size. Each packet buffer stores only one packet regardless of packet size. A maximum packet size buffer manager may employ relatively record keeping logic but does not make efficient use of buffer memory when most packets are much smaller than the largest possible size; much of the storage capacity of each packet buffer is often unused.

Brief Summary Text - BSTX (8):

A "minimum packet size" buffer manager divides buffer memory into several uniform sized packet buffers, each of which is generally much smaller than the maximum allowable packet size, suitably only as large as the minimum allowable size packet. Since more than one packet buffer is usually needed to store a packet, the buffer manager splits an incoming packet into appropriately sized segments (i.e. it "disassembles" the packet) and stores the segments in as many available packet buffers as are needed. The buffer manager must maintain an ordered list of the packet buffers containing the segments of each packet so that it can properly reassemble the packet when it is time to forward it via an output bus. A minimum packet size buffer manager normally makes much more efficient use of buffer memory capacity than a maximum packet size buffer manager but is more complex because it has to carry out the disassembly and reassembly operations on each packet and because it must maintain a relatively more complicated record of packet storage locations. Also, since a minimum packet size buffer manager must carry out more complicated operations when receiving and forwarding a packet, a minimum packet size buffer manager may have a slower throughput than a network switch employing a maximum packet size buffer manager.